SNSP-PJ-UKV

KEVIN KEEGAN'S PLAYER Manager™

ANCO

INSTRUCTION BOOKLET

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

PAL VERSION

LICENSED TO

imagineer

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1.0 INTRODUCTION:

PLAYER Manager

Player Manager uses a specially modified version of KICK OFF to test Managerial decisions where it counts, on the pitch. End to end action tests your playing and Managerial skills to the limit. Playing on the pitch, as you control the nearest player to the ball, your skill and experience as a controller can be an immense advantage but not for long. A handicap system ensures that the long term rewards are not only based on your skill as a KICK OFF player but require managerial skills in equal measure.

A manager must continually strengthen his squad. A lively transfer market ensures that you have ample opportunity to do so. You must keep a strict eye on your finances as failure to do so may mean dismissal. Success on the field is rewarded with an increase in gate revenue, perhaps sponsorship or T.V. coverage. This in turn raises team morale and generates funds for strengthening the squad. Prolonged failure on the pitch can result in transfer requests, falling gates etc. and eventually the sack.

2.0 SYNOPSIS:

There are three divisions in the league with 16 teams in each division. Two teams are relegated and two teams are promoted. There are also 2 Cup Competitions. Player Manager is played in **REAL TIME**. The managers of the remaining 47 clubs are playing games, buying and selling players and seeking success. For instance a player on the transfer market may be snapped up by another Manager if you hesitate. If you bid for a player, you may face counter bidding from other managers.
At the heart of the game is the squad and how you handle it. Some pointers for possible success are given below.

2.1 Keep a keen eye on the attributes and skills of each player. As they gain experience, the skills change and it is worth while experimenting with the positions in which you play certain players.

2.2 Study the tactics you adopt and see if you have suitable players. For example, if you use tactics depending on fast wing attack, have you a player with pace and good passing ability? If not, either change the tactics or buy a new player.

2.3 Promising young players are on the market and they are relatively cheap. If you buy one, take care not to over use him as you may burn him out. Nurture a young player carefully to get the best out of him and keep his morale high.

2.4 Keep a very close eye on the team morale. It can fluctuate quite a bit. A player's morale can suffer considerably if he is not selected. He may request a transfer. Watch out for the expiry of contracts. A player nearing the end of his contract can cause problems.

2.5 Watch out for the disciplinary points. A 4th yellow card is

penalised by an automatic 2 match suspension. A player receiving a red card gets a 3 match suspension. You must bear in mind the forthcoming fixtures i.e. a cup game before you use a player requiring only 1 or 2 yellow cards before a suspension.

2.6 Injuries are a real headache for a Manager. A player recovering from injury should be treated with care. A full game may do long term injury to a player. However, if you are unable to field a team due to injury, suspensions etc., reserve players will be made available.

2.7 Study the transfer market carefully with a view to strengthening your squad. Put unwanted players on the market at the earliest possible opportunity. Of course the best players are very seldom put on the transfer list. You can instruct your scout to seek out a particular type of player you need. He may also spot an exceptional talent or unsettled players in other clubs.

2.9 The decision to play, watch or ask for a predicted result is difficult. If you are a good player of KICK OFF, it is worthwhile to play the game. The predicted result is based on the relative strengths of the squad and tactics used. If you watch, the game is actually played by the computer Vs computer and in a game of soccer, the unexpected can happen. e.g. your best player may get a red card or an injury.

2.10 Player Manager can be a very deep game. Over many seasons, it will give you years of enjoyment. With 26 different set ups and 3 skill levels, you have totally different challenge facing you each time. Set up E is a good one giving you a nicely balanced team. On the other hand if you would like to experience sheer purgatory, you can try set up L.

2.11 Finally a tip on buying a player. Look at the attributes and skills equally. There is no point in buying a forward with high shooting skill but no pace or poor stamina. The skills and attributes should match. Furthermore the skills improve with experience but attributes do not improve a lot - only get worse with age.

3.0 STARTING THE GAME :

3.1 MANAGERIAL SECTION: Use Mouse or Joypad
KICK OFF: Use Joypad only

WARNING: IF YOU ARE USING A JOYPAD OTHER THAN NINTENDO, MAKE SURE THAT ALL SETTINGS ARE NORMAL. SWITCH OFF AUTO, TURBO AND SLOW SETTINGS.

3.2 Joypad - Port 1 Mouse - Port 2

3.3 SELECTING MENU ITEM:
Move the cursor to the required item and press button B.

3.4 QUITTING MENU: Press START button.

3.5 JOYPAD MOUSE

START Button	=	**Left** Button
B Button	=	**Right** Button
SELECT Button	=	**MUSIC** On/Off

3.6 CURSOR:
If the program requires an Input from you e.g. you wish to change the Team Name, the normal cursor will turn into a Pencil cursor. Use the pencil Cursor as the normal cursor to make your input. When the input is terminated, normal cursor will be restored.

YOU CANNOT QUIT A MENU IF THE CURSOR IS A PENCIL

3.7 Press START button to display the opening menu.

4.0 OPENING MENU:

Four options are displayed.

NEW GAME

CONTINUE GAME

PRACTICE

KICK OFF

4.1 NEW GAME

4.1.1 This option launches your management career as a Player Manager. You are an International Capped player nearing the end of your playing career. You can play on the pitch if you wish and in the lower division, use your superior skills as player to win matches and thus promotion. Remember! your skills and physical attributes deteriorate with age.

4.1.2 You can start in 2nd or 3rd division. You have a choice of management skill levels.The level determines the ease with which you get promotion to the next division. The climb up the next division remains tough. At easy level, fines for crowd trouble are relatively rare. You can change your Club Name, Manager Name and the Starting Date.
Option to select a particular SET UP opens new horizons.

4.1.3 CHANGING NAMES AND DATE: Select the icon to be edited. The cursor will change to a pencil. Use the keyboard to input the characters or numerals.

CL: Deletes the current name or date.

ENTER: Terminates the input and returns the pencil to the normal cursor.

4.1.4 MANAGEMENT SKILL LEVEL: Choice of three skill levels - Easy, Medium or Hard.

EASY

MEDIUM

HARD

4.1.5 DIVISION: Choice of two. You can start in 2nd or 3rd division. The player and ball controls get more difficult as you go up a division.

4.1.6 SET UP: Every time you start a NEW GAME the computer allocates the available players in the League to different clubs. The players are given a unique combination of physical attributes and skills, thus each player in the League is different. The allocation of the players, their skills and attributes is determined by the SET UP.

4.1.6.1 There are 26 Set Ups providing 26 different management scenarios. Each set up gives a different type of game, testing your ability in different ways. For a start you get totally different mix of players.

If you enjoyed one Set Up and got so far before giving up, try again. You've got to know the players and the pitfalls, perhaps better luck next time.

4.2 CONTINUE GAME

The game is automatically saved if you switch off. You can therefore switch off at any time with one exception to resume again.
EXCEPTION: You cannot switch off once you have selected the Match Day Option in the Main Menu without severe penalties. You must return to the Main Menu after the Match Day before switching off.

4.2.1 CAUTION: If you switch off before the match is completed, the match is automatically awarded to the opposition with a score of 3:0 in their favour.

4.3 PRACTICE

The option allows you to learn ball controls and practice skills. You can practice as long as you like. There are three options.

4.3.1 SKILLS: Practice dribbling, passing and shooting. You can also practice all the Set Pieces except the Set Piece Free Kick and Penalties.

4.3.2 SET PIECE FREE KICK: This allows you to practice Set Piece Free Kicks from various positions on the pitch.

4.3.3 PENALTIES: You take and save 5 penalties.

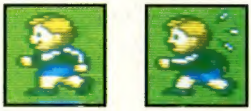
4.3.4 QUITTING PRACTICE: Press START button to pause the game and then press SELECT button.

4.3.5 CONTROLS: See 10.0 and 11.0 for the ball and player movement controls.

4.4 KICK OFF: You can play KICK OFF without entering the management part of the game. There are two options.

KICK OFF
ANCO CHALLENGE

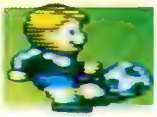
4.4.1 KICK OFF: You can play either against the computer or against another player. Each player selects one of the teams in the league. The game lasts 3 minutes each half. There are three options for the PLayer and the Ball control. Option 3 is the easier and is aimed at the beginner. You can also select to play at normal or fast speed.



NORMAL FAST

There are three divisions. Each team in the division plays slightly differently. If you are a novice player against another novice, select 1st div. team and option 3 for both of you. If he is very good, select 3rd division and option 1 for the expert. As you get better you can mix the options and enjoy the game until you are ready for the ANCO CHALLENGE.

OPTIONS



ANCO *Challenge*

NEW CHALLENGE

CONTINUE CHALLENGE

4.4.2 ANCO CHALLENGE:

This is a test of your playing skills. You can select to represent any team in the League and play against ANCO UNITED. You must WIN each stage before you can proceed to the next tougher stage. The final of the Challenge is against ANCO UNITED ALL STARS. You can select CONTINUE option to carry on the challenge where you left off or start a new challenge, perhaps with a new team. The controls are as for level 2.

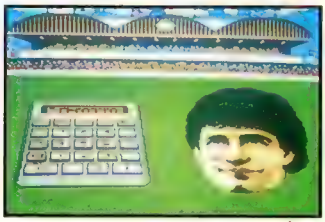
5.0 MAIN MENU

Three options are available to the Manager.

1 MANAGER'S OFFICE: This is the centre of the Managerial activity allowing you to control all aspects of your club activities. Pay full attention to the messages from the Directors of the Club and the Team Coach.

2. LEAGUE STATISTICS: This contains information concerning the full League i.e. all the 48 clubs.

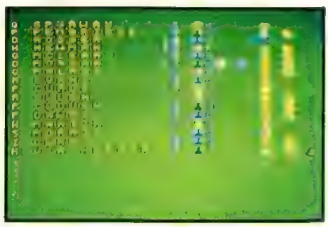
3. MATCH DAY: At last on to the pitch to put your Managerial skills to test. Going to MATCH DAY ON SATURDAY terminates the week. The Cup games and replays are mid-week.

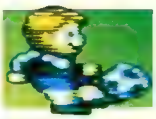


6.0 MANAGER'S OFFICE

Each icon in the office takes you to a different aspect of the management. The manager's office is organised on the weekly basis. Normally you will come to the office on Saturday. If you have a mid week Cup game, you will come to the office in mid week and Saturday. If you are knocked out of the Cup i.e. do not have a mid week fixture, you will come to Office only in the mid week

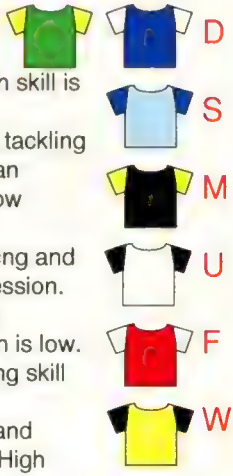
6.1 THE SQUAD: AT A GLANCE information on all the players in your squad,You are allowed a maximum of 24 players in the squad. Any attempt to buy a 25th player will be blocked by the directors. You can get more detailed information on any player by selecting his name. The following information is given against each player name on the Squad Screen.





6.1.1 SHIRT NO: Shows if the player is currently selected to play.

6.1.2 TYPE OF PLAYER: There are seven types of players. Their Shirt Colour/Trim Colour are shown in the brackets. The letter defines the type i.e. K for Keeper.



KEEPER (Green/Yellow - K)

DEFENDER (DK. Blue/White - D): His main skill is tackling. His flair and aggression are low.

SWEEPER (LT. Blue/DK. Blue) - S): Good tackling and passing skills. Pace and Flair are better than Defender but not as good as Midfield player. Low aggression.

MIDFIELD (Black/Yellow - M): Good passing and tackling but average shooting skills. High aggression.

UTILITY (White/Black - U): Can be played anywhere. Average skills except shooting which is low.

FORWARD (Red/White - F): Good shooting skill and pace. High aggression

WINGER (Yellow/Black - W): Good pace and shooting skill. High flair and excellent passing. High aggression.

6.1.3 ABILITY: Based on players' skills and physical attributes. There are five assessments. The attributes change with age.

6.1.4 INJURY: Shows if a player is injured. You can get a detailed report of the injury by visiting the Physio.

6.1.5 FITNESS: This shows the physical condition of the player. Players after a long season are tired if not rested from time to time. A

player returning after an injury will also take time to recover. Both will be reflected in fitness of the player.

GREEN - Not quite fit: **BLUE** - Semi Unfit: **RED** - Unfit

6.1.6 DISCIPLINARY POINTS: A player is suspended for two matches if he gets 4 yellow cards and for three matches if he gets a red card.

6.1.7 INTERNATIONAL CAPS:

BLUE: Past International

YELLOW: Current International

RED: Unavailable. On International Call. If there is a Cup Match following mid-week, red capped player may not be available.

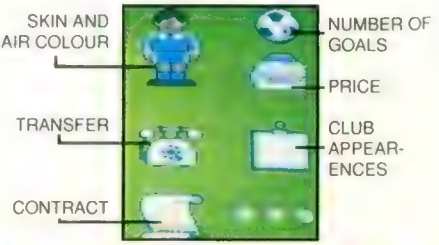
6.1.8 TRANSFER:

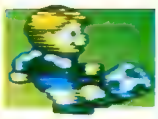
RED: Player is requesting a transfer.

YELLOW: Player is transfer listed

6.1.9 CONTRACT: A warning signal to the Manager that the player will be out of Contract at the end of the season. If the contract is not renewed or he is not sold by the end of the season, player will be transferred FREE.

6.2 PLAYER INFORMATION: This gives a detailed information about a player. Select the required player name on the squad screen. The Player in his team colour is shown. The picture also shows the skin and the hair colour of the player to help you identify him better on the pitch. The following information is provided.





6.2.1 AGE: Age is updated at the start of the Season.

6.2.2 PHYSICAL ATTRIBUTES AND SKILLS:
Physical attributes are Pace, Stamina, Aggression, Resilience and Flair.
Skills are Shooting, Passing, Tackling and Keeping.
Each player has a unique mixture of attributes and skills thus ensuring that each player in the League is an individual player. The individual attributes and skills of the player are displayed. The average for the division is also shown. This information is very useful when considering transfer.

Division Average of Skill/Attribute
Player Skill/Attribute

6.2.3 PACE: Speed of the player. Pace is effected by the stamina and fitness of the player. A player with low stamina loses pace as he gets tired.

6.2.4 STAMINA: Determines how quickly a player gets tired.

6.2.5 AGGRESSION: Determines if a player is likely to foul the opposition player when going for a tackle. A player with a low aggression is likely to hold back rather than go for a tackle. A tired player can get aggressive.

6.2.6 RESILIENCE: Determines how prone a player is to injury. Resilience becomes poor as a player gets tired or is unfit.

6.2.7 FLAIR: A player with high flair will play an intelligent game and look for the opportunities to pass to a player in the best position to score or shoot from long distance.

6.2.8 MORALE: The display is as for attributes and skills.

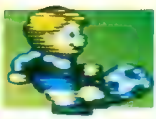
6.2.9 GOALS SCORED: Shows number of goals scored so far in the season.

6.2.10 APPEARANCES: A graph shows the percentage appearance for the Club. If a player has played only 5 times out of 10 matches played by the Club, the graph will show 50%.

6.2.11 TRANSFERS: You can transfer list a player whether he is requesting a transfer or not. If you do transfer list a player, you cannot cancel the transfer in the same week. Also if you do cancel a transfer, the player may put in transfer request. If a player requests a transfer, the icon is Red. You can persuade him to change his mind by giving him a new Contract. A player requesting a transfer can be sold by the board without being transfer listed.

6.2.12 TRANSFER LIST A PLAYER: Select the Transfer icon. The icon will turn Yellow. If you wish to cancel the transfer, select the icon again but not in the same week. Only one player/week can be transfer listed

6.2.13 CONTRACT: The main icon shows the unexpired number of years of the current Contract. 0 signifies that the player will leave the Club at the end of the season. The maximum is a 3 year contract. Only one contract/week can be renewed



6.2.14 RENEW CONTRACT: Select the appropriate small icon. If the player accepts the new Contract, the number on the main icon will change. If the player refuses your offer, a cross will appear on the main Contract icon.

6.2.15 CLUB VALUATION:
This shows the book value of the player. It changes from time to time depending on the player's performance, International Appearances etc. This is the book value of the player and tends to be high to keep the Bank happy.

6.3 BANK

Every club is allocated a certain amount of money at the start of a New Game. Club finances are your responsibility. You must keep a very close eye on it. If the board feels that your handling of the money will bankrupt the Club, you will get sacked and the GAME OVER message will appear. You will get messages from the Directors at the end of each match. Pay heed to these messages. If the finances are deteriorating, sell players to balance the books. You may have to accept a low price if you leave it to the last moment. It is therefore essential that you constantly look at your finances and trim the squad if you are getting near the danger zone. On the other hand if you are flush with money, the Directors will take a very dim view if you do not strengthen the squad to win promotion, championship or cups. Your ratings will go down and you will get the sack.

6.3.1 REVENUE:

6.3.1.1 GATE MONEY:
The entrance fee is set by the Computer. It depends on the division and factors like:

a. It is a local derby.
b. Promotion or relegation struggle.

c. Cup Tie. If the visitors in a Cup Tie is a famous Club from the 1st division, the entrance fee is increased even further.

6.3.1.2 The gate money is divided as follows.
LEAGUE: Home team receives all the gate money.
CUP TIE: The gate money is divided equally, between the two clubs.

6.3.1.3 **T.V. RIGHTS:** Top games of the day are televised.

6.3.1.4 **SPONSORSHIP:** Generally, successful Clubs get sponsorship.

6.3.1.5 **PLAYER SALES:** Your main source of revenue.

6.3.2 **EXPENDITURE:**

6.3.2.1 **SALARIES:** Depends on the division and the number of players in the squad.
6.3.2.2 **CONTRACT:** Money paid to the player to sign a new contract.

6.3.2.3 **FINES:** Fines imposed due to crowd trouble or general misbehaviour.

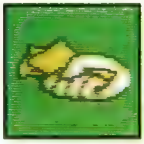
6.3.2.4 **BONUSES:** Bonuses awarded to the players (see 6.4).

6.3.2.5 **BUY PLAYERS:** Your main expenditure.

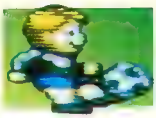
6.4 TEAM MESSAGES

The Manager can give the team a bonus. The bonus can be outright or conditional on winning the next match. Very useful for the Cup Tie or crucial promotion or relegation battle.

UNCONDITIONAL



CONDITIONAL



6.4.1 As soon as you select to give a bonus, the cursor will change to a pencil. Select the amount of bonus. The selected icon will change colour and the cursor will revert to normal. Once you have given a bonus you cannot cancel it. You can use the cancel icon before you select the amount and the pencil will change to a cursor.

6.5 DESIGN KIT

You can design HOME and AWAY kit. You can change the shirt and shorts colour. To change colour, point the cursor to the item and press button B to cycle through the colours.
If your AWAY colours clash with the HOME side colours, your HOME kit will be used.If the two colours still clash, the offending colour of your kit will change to pink.

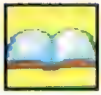
6.6 TRANSFERS

Transfer market is very lively. Young players and experienced players are coming on the market all the time due to strict financial controls imposed by the Bank. Keep your eyes open for a bargain. All 47 other Managers are also looking for bargains and will snap one up very quickly.

6.6.1 **RULE 1:** You can only bid for 2 players in one week. Going to BID screen is considered as a bid.
RULE 2: Once your bid has been rejected, you cannot bid for the same player again in that week.

6.6.2 TRANSFER LIST

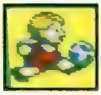
NEXT PAGE


PAST TRANSFERS

KEEPER

DEFENDER

MIDFIELD


FORWARD

The list is divided into four main categories shown at the bottom of the list.

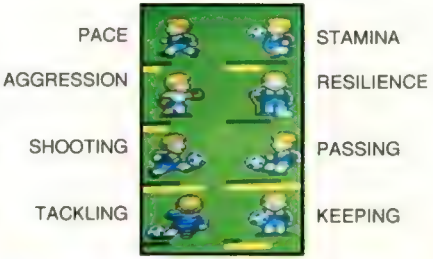
KEEPERS
DEFENDERS including SWEEPERS
MIDFIELD including UTILITY PLAYERS
FORWARDS including WINGERS

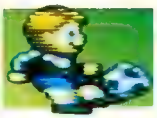
The selected category is highlighted. If the page is full, the NEXT PAGE icon is highlighted to inform you that there are more players in that category on the next page.

6.6.3 The list shows against each player name: AGE, TYPE, INJURY, INTERNATIONAL CAP and PRICE. The price shown is the top limit i.e. 250K means that the player can cost up to 250K. This is the computer assessment of the market value of the player and is not binding on the seller.

6.6.4 BUYING A TRANSFER LISTED PLAYER:

Select the player you wish to buy. BID SCREEN will be displayed. Enter your bid using the keyboard and terminate the input with the Return key. You can quit the bidding any time. The target price of the player by the seller is also displayed. The seller will alter his asking price after the bid. If he does not then you can try a higher bid.





6.6.5 If there are any other bidders, their names will appear before you make your bid. Once you have made your bid, their bid will be revealed. You can increase your bid and haggle with the seller until the player is sold or quit the BID screen.

6.6.6 If your bid is ludicrously low, the seller will come back with NO. You can only quit at this stage.

6.6.7 If your bid is so high that the board feels unable to authorise it, the word BLOCK will appear. You can only quit at this stage.
Your bid can also be blocked by the directors if:

a. You already have the maximum 24 players allowed.
b. The money in the bank is insufficient to meet an emergency expenditure i.e. a fine by the league.

6.6.8 BUYING A NON TRANSFER LISTED PLAYER. (See 6.7.4).
TRANSFER LISTING A PLAYER (See 6.1.12).
PLAYER REQUESTING A TRANSFER. (See 6.2.11)

6.6.9 If the Past Transfers icon is highlighted, you can see the transfers that have taken place recently. Once you switch off the Console, the past transfers information is lost.

6.7 SCOUT

The Club has two scouts. Each Scout can be instructed to look for a different player. The Scout looks for a player who is not transfer listed but may be unsettled in his present Club. The scout tries to make his own assessment of the player's value.

6.7.1 INSTRUCTING THE SCOUT: Select the Scout. The cursor will change to a pencil. Now select the type of player you are seeking and the price range.

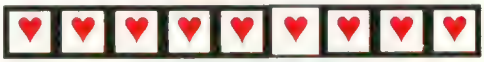
6.7.2 If you wish to cancel the instructions to the Scout, select the scout and then the CANCEL icon.

6.7.3 Any messages from the Scouts will appear in the box at the bottom of the screen in the message box. Red question mark shows that the player is unsettled but not on the transfer list. Yellow question mark shows that the player is transfer listed.

6.7.4 BUYING A SCOUTED PLAYER: You can bid for the scouted player by selecting the player's name in the box. You will go straight to the BID SCREEN. Follow the procedure in 6.6.4. You can only bid under rule 1 (See 6.6.1). You may have to pay a higher price for a such a player.

6.8 PHYSIO

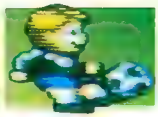
When a player is injured, he goes to the PHYSIO. The Physio decides how long the player is going to take to recover from injury and number of weeks of light training required to get fit after the injury. Against each player, the number of weeks the player is going to take to recover from the injury and the number of weeks to get fit after the recovery are displayed.



OUT FOR THE SEASON

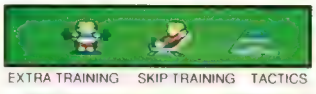
PLAYING CAREER OVER

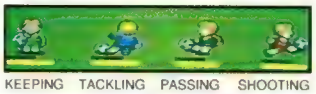
Even a player who has been declared fit to return to team, will take awhile to get fully fit.



When the line is filled up with hearts, it signifies that the player is badly injured and he will be out for the season. If the line shows red crosses, the player is seriously injured and his playing career is over.

6.9 COACH The Manager may instruct the Coach to give extra training to improve their skills which may affect their morale. He can also instruct him to SKIP training to lift the team morale before an important match.





6.9.1 COACH ASSESSMENT: The Coach gives the Manager his assessment of the team in four main departments of the game. The departments are Keepers, Defenders, Midfielders and Forwards. It compares the Club average against the average for the division. If you are below the division average in a department, you must look at the transfer market to strengthen your squad. Above average strength should be utilised by selecting the correct tactics.

6.9.2 COACH MESSAGES: Appear after the MATCH DAY (See 6.13).

6.9.3 TACTICS

The tactics adopted plays a very important part in the game. There are 8 tactics. The tactics are:-

4-2-4: - An attacking tactic using 2 wingers, no sweepers. Always likely to score.

4-3-3:- A well balanced tactic.

4-4-2: - A defensive tactic with a 4 man midfield. The forwards are worked hard and need good stamina.

5-3-2: - At first glance a very defensive formation using a sweeper. Depending on the quality of the sweeper, the defence can quickly turn into attack

5-4-1: - A strong defensive formation. The sweeper and strong midfield makes penetration by the opposition difficult.
4-5-1: - The midfield controls the game providing the back up to 1 man up front.
5-2-3: - A sweeper system with 3 front men could well be the answer, provided the depleted midfield can hold the ground. The sweeper provides strong support in attack as well as defence.
5-1-4:- Another sweeper line up but with strong attacking bias. Used when your back is against the wall and you must score to survive. The defence has to work hard to support the solitary midfielder.

6.9.3.1 MATCH TACTICS: You can select any 4 of the 8 tactics provided for a match. You can select one of the 4 match tactics as START tactics. The tactics during the match can be changed.

6.9.3.2 SELECTING MATCH TACTICS: Four match tactics are pre-selected. To replace a match tactic, select the tactics to be replaced and then the replacement tactics.
The top tactics in the Match Tactics table is the START tactics. To replace current start tactics, select any tactics in the match tactics table. The match tactics are identified by the letters A, B, C and D. During the match these letters are used to identify the current tactics. It is best to make a note about the identification of these letters.

6.9.3.3 VIEW TACTICS: You can view any of these 8 tactics. Two views are displayed - Attack on the left and Defence on the right. The highlighted area represents the position of the ball. Move the highlight by selecting at various positions on the pitch. You can follow

the movement of players as the ball moves from one area of the pitch to another.

a. ATTACK shows you in possession of the ball attacking the goal at the top.
b. DEFENCE shows your opponents in possession of the ball attacking goal at the bottom. Highlight any square to represent the ball position and press button B. The players indicated by their shirt numbers will take their positions.
c. KICK OFF: Select the Kick Off spot on the pitch on the left. The Attack pitch will show the position of your players when you take a KICK OFF and Defence shows the opposition taking KICK OFF.
d. CORNERS: Top corners show the position of your players when you take the corner and the bottom when you are defending the corner by the opposition.
e. GOAL KICK: The top goals show the position of your players when the opposition keeper takes the goal kick and the bottom when your keeper takes the goal kick.

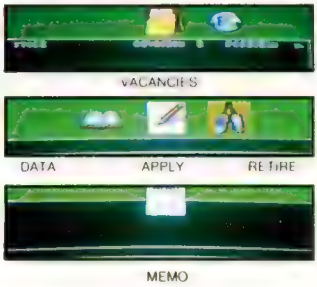
6.10 PERSONAL

Each option on this screen affects the Manager's career in a substantial way. The options are:

a. Retire as a player.
b. Apply for another job.
c. Rejuvenate yourself as a young Manager to be able to play again on the pitch.

6.10.1 RETIRE AS A PLAYER: As the Manager gets older, his attributes and skills as a player deteriorate and he can become a handicap on the pitch as a player. The time has come to hang up his boots.
However, if you decide to retire while you are still young, the board

may refuse your request. Select the RETIRE icon to retire as a player but continue as a Manager. Your name will be removed from the squad list.

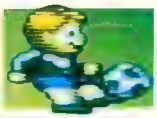


6.10.2 APPLY FOR A NEW JOB: If you feel that you are under threat of the sack or have been given notice of termination of contract at the end of the season, you may consider looking for another club as a Manager.
From time to time, other Clubs are looking for a new Manager. These jobs appear in the VACANCIES.
Before applying for the job, you may wish to see the details of the Club. Select DATA icon for the details. To apply for the job, select APPLY icon. Remember, your application may affect your team morale.

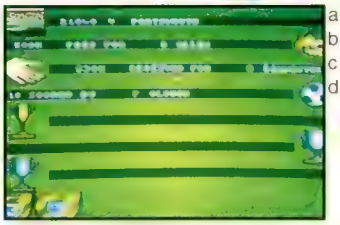
6.10.3 REJUVENATION AS A YOUNG PLAYER: Once you have retired as a player, you cannot play on the pitch. After a few years you will see one of your family members playing overseas, making an appearance in the International squad. He will have the same name as yours. When he becomes available, his name and the price will be displayed. He will be very expensive to start with but his price will come down as he gets older.
To buy him, use BUY option. He will immediately replace you and become PLAYER MANAGER of the Club.

6.11 FIXTURES

You can see the home and away fixtures in the league. The fixtures for the two Cups are shown at the appropriate times.
The results of the matches played so far are also displayed. The draws for the Cup competitions and the results are displayed.



6.12 CLUB RECORDS



This is the record of Club achievements. It shows

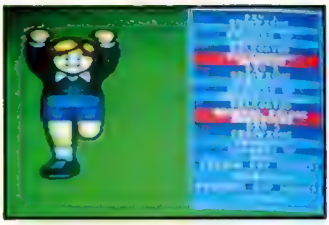
a. Highest Gate.
b. Highest Transfer Fee Paid.
c. Highest Transfer Fee Received.
d. Top Scorer.
e. League Championship Wins
f. Misawa Cup Wins
g. Premier Cup Wins
h. Division and position in last 10 seasons.

6.13 IMPORTANT MESSAGES

At the end of a match, important messages from the Directors and Coach can be displayed. The Directors inform you of their opinions and also you can see your ratings. The rating is out of 100. If they fall below 40, your job is on the line.
The Coach is your link to the players and also a source of invaluable advice on their strengths and weakness.
The newspaper items are a source of interesting gossip about the affairs of the whole league. If you are looking for a job, the news of sacking of the Managers can give you a head start. To see the message, select the icon and the message will be displayed.

6.14 PROMOTION AND RELEGATION:

When the season is complete, the information about promotion, relegation and all the Cup Winners is displayed.



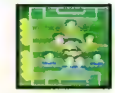
At this stage you can press the start button and quit the screen. You can go to League Statistics and see the League Tables, Results of the last week fixtures, Hot Shots etc.

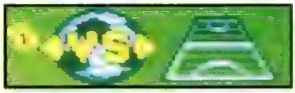
6.15 NEW SEASON: When you are ready, select NEW SEASON icon on the promotion and relegation display.

7.0 MATCHDAY

The most important task for the Manager on the Match Day is to pick the team for the match. He can look at the strength of the opposition and select the tactics to win and the team capable of putting the tactics into operation.

7.1 SELECT SQUAD:


TACTICS POSITION

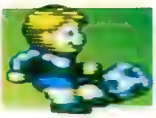


THE OPPOSITION TACTICS

WATCH

PREDICT PLAY

Only the available Squad is displayed. Injured, red carded players or players on International duty are not displayed. If such a player is a currently selected player, a RESERVE Player will appear in his usual shirt position drawing your attention to his absence. If for some reason there are not enough players to make up the match squad, Reserve players will be made available.Selecting a squad is very important.



You should play your best players in the correct position. You should match the shirts as best you can with the tactics positions shown on the screen (See inside back cover).
The shirts are displayed as balls. The main colour of the ball is the shirt colour and the remainder is the sleeve colour. Positions 7 and 11 show 2 balls. You have a choice. In 5-3-2 tactics, use a winger for an attacking game.
You should bear in mind 3 yellow carded players, whether to risk playing them or not. You must give the players a rest before they get match fatigue. Young players need to be brought into the game gradually.
Against each name, the following information is displayed.

7.1.1 SHIRT NO.: The shirt number determines the position in which a player plays according to START tactics.

7.1.2 TYPE: There are seven types of players.
Forward, Winger, Midfield, Defender, Sweeper, Utility and Keeper.
The type of player is indicated by the shirt colour and trim (See 6.12). The small pitch shows the player positions according to the START tactics. You can immediately see if you are playing a defender in the midfield or a sweeper on the wing. Look at the reference chart of each tactics. For best results, match the shirt colour on the pitch to the shirt colour in the chart of the selected Start tactics.

7.1.3 FITNESS: Unfit player is available for selection but take care before selecting him.

7.1.4 DISCIPLINARY STATUS: Shows the number of yellow cards. A player gets two match suspension if he gets 4 yellow cards. You have to decide if you can risk a 3 yellow carded player or save him for a really important match.

7.1.5 INTERNATIONAL STATUS: Shows if the player is past or current International player.

There are two options which you can select to help you.

7.1.6 OPPOSITION: You can see the opposition line up, the strength, weakness and their league record.

7.1.7 TACTICS: You can select the match tactics after assessing the opposition.

7.1.8 REPLACE PLAYER: To replace any player, select the player and then the replacement.

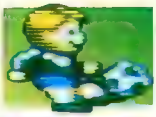
7.1.9 MATCH OPTIONS: You have three options

a. PREDICT: The computer predicts the result based on the relative strength of the two teams, type of tie, home or away, morale of the two teams etc.
b. WATCH: The match is played in full by the computer controlling both sides. You can substitute players and change tactics.
c. PLAY: You control the nearest player to the ball. You can also control the keeper for goal kick and do all set pieces.

The Player Manager must be on the pitch to play the game. If he is injured or sent off, you lose control of the players. If you elect to play, there is a toss. If you win, you will be asked to select whether to play UP PITCH or DOWN PITCH.

7.1.10 HALF TIME/FULL TIME: The scores, injuries, disciplinary cards for both teams are displayed.

7.1.11 Once you have entered the Match Day option, you cannot quit. If you switch off the console during the game, the match is automatically awarded to the opposition with a score line 3:0 in their favour.



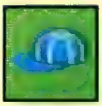
8.0 LEAGUE STATISTICS:

The main menu shows four options:-

a Fixtures, Results and Tables

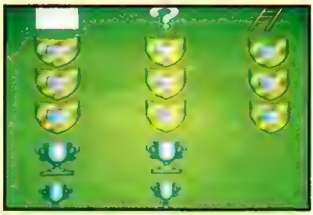
b League Hot Shots

c League Records



d International Squad

8.1 FIXTURES - RESULTS - TABLES



FIXTURES RESULTS TABLES

These are displayed for each division. The fixture list shows the fixtures for the current week. The results of the last week matches are displayed. The tables show the position of the Clubs at the end of last week.
The draws and results of the last round for the Cup Competitions are displayed.
To view the data, select the division or the individual Cup under the required heading.

8.2 LEAGUE RECORDS:

The following records are kept

a. Highest Gate.
b. Lowest Gate.
c. Highest Transfer fee paid.
d. Top Goal scorer.
e. League Champions.
f. Misawa Cup Champions.
g. Premier Cup Champions.

8.3 INTERNATIONAL SQUAD: You can see the list of players when the International Squad is selected. Current capped players are indicated by a Yellow Cap.

8.4 HOT SHOT: The names of the top scorers in each division are displayed

9.0 COMPETITIONS

There are three Championships to be won:

a. ANCO LEAGUE
b. MISAWA CUP
c. PREMIER CUP

9.1 ANCO LEAGUE: There are 3 divisions consisting of 16 teams in each division. Each team plays the other teams twice, Home and Away. A win scores 3 points and a draw scores 1 point. Accumulative score of FOR and AGAINST goals is also kept. The table for each division is updated every week. If the points are equal, the league position is determined by goal difference. If the goal difference is the same, then "goals for" decides the position. The two bottom teams of the 1st and 2nd Divisions are relegated. Two top teams in division 2 and 3 are promoted. The matches are held at the end of the week.

9.2 MISAWA CUP: This is a knock out cup. The first round is played by 2nd and 3rd division clubs only. The winners proceed to the next round and are joined by the 1st division clubs. If there is a draw, EXTRA TIME is played. If there is a draw after Extra Time, the match will be REPLAYED. In Replay, if there is a draw at full time. Extra Time will be played. If the result is a draw after EXTRA TIME a penalty shoot out will take place.

9.3 PREMIER CUP: This is a two leg competition. After the 2nd leg the scores of each team for both legs is added up. If the score is equal, each away goal scores double. If the result is still a draw, there will be a penalty shoot out to decide the result. The competition is only open to the 1st and 2nd Division Clubs.

10.0 KICK OFF CONTROLS

The controls are designed to be instructive. They should be practiced thoroughly during practice. The shots for the set pieces can be selected from a box.

10.1 NOTE: If you come to the pitch via MATCH DAY, you can only control the players on the pitch if you have selected yourself in the squad. If you get injured or get a red card, you can only watch the game even if you have selected the PLAY option. If you retire as a player or are retired by the board as a player, you cannot control the player on the pitch.

10.2 PLAYER CONTROLS:

10.2.1 MOVEMENT: The player moves in all 8 joypad directions.

10.2.2 HEADERS: If the ball is in the air, pressing button B will make the controlled player jump. Move the joypad in the direction in which you wish to head the ball while the player is in the air.

10.2.3 SLIDING TACKLE: The tackle can be done from any direction. A sliding tackle on an opponent without the ball is a FOUL. If the ball is on the ground, press button B or A to do a sliding tackle. You must touch the ball

before touching the opponent to avoid being penalised. A sliding tackle from behind is a foul.

10.3 BALL CONTROLS:

10.3.1 DRIBBLE BALL: The ball travels in front of the player. The distance it travels depends on the speed of the player at the time of contact.

10.3.2. SHOOT BALL: Press button B to shoot the ball in the direction the player is facing.

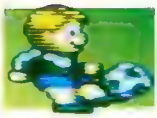
10.3.3 PASS BALL: You must trap the ball before you can pass the ball. Press button B BEFORE touching the ball to trap the ball. i.e. press button B before you get to the ball. Move the joypad in the direction you wish to pass and release the button.

10.3.4 AUTOMATIC PASS: The ball will be passed automatically in the direction the player is facing if a player is in a suitable position to accept the pass: Press L or R button before you get to the ball for an automatic pass.

10.3.5 CHIP BALL: To be able to chip the ball, you must be dribbling the ball. As you move, press X, Y or A to chip the ball.

10.3.6 OVERHEAD KICK: An Overhead Kick can only be done if the ball is in the air. Press X, Y or A button.

10.3.7 AFTER TOUCH After Touch allows the player to alter direction of the ball by a small amount after shooting the ball. The direction must be changed immediately after shooting the ball as the control is only effective for a very short time. The Left and Right movement of the joypad bends the ball. The forward movement will dip the ball and reverse will raise the ball.



10.4 KEEPER CONTROL: The keeper is computer controlled except in the following cases:-

10.4.1 DEFENDING A PENALTY: The control is transferred to you. The keeper stands in the centre. Move the joypad left or right to dive.

TAKING GOAL KICKS: The keeper automatically takes the goal kick unless the player wishes to do so. If the player does not exercise the option, the computer will take control.

10.4.2 To take control of the goal kick, press button B when the players have stopped moving. A box will appear. Select the required icon, using button B or button A.

TOP ROW: The ball is kicked high in the air in the direction of the arrow selected.

MIDDLE ROW: As above but reduced strength.

BOTTOM ROW: The ball is thrown to the nearest player in the direction of the arrows if you press button B. Using button A, the keeper rolls the ball to the nearest player

11.0 SET PIECES:

Set pieces are THROW IN, CORNER KICKS, FREE KICKS, SET PIECE FREE KICKS and PENALTIES. In all set pieces, the computer will take the action unless you press button B to indicate that you are going to take control. If you do so a box will appear in the top left corner. Select the sub box for the required action.

11.1 CORNER KICKS: Select the type you want

Top Row: The ball is kicked above bar height.
Middle Row: The ball is kicked bar height.
Red column: The ball curls IN
Blue column: The ball curls OUT
Bottom Row: You can select to pass the ball to a specified player.

Use left or right bottom boxes to go up or down the shirt number. If the player is in view on the screen, the player will be indicated by a marker. When you have selected the player to pass to, select the bottom middle box. Once the ball has been kicked, use the After Touch to vary the curl of the ball. When the ball reaches the goal area, you control the player nearest to the ball.

11.2 SET PIECE FREE KICKS: If a foul is committed near 18 yds box, Set Piece Free Kick is taken. The defenders make a wall.

11.2.1 Top Row: Ball travels above head height.
Middle Row: Ball travels about waist height.
The direction of the arrows shows the ball curling past the wall and travelling towards the goal.
Once you have pressed button B to select the box, release cursor joypad immediately otherwise the After Touch will become operational and affect the curl of the wall. Once the ball has passed the wall, you can resume the control again and apply the After Touch to alter the ball travel.

11.2.2: Bottom three boxes are for passing. You can pass to a player nearest to you on the left or right. Bottom Centre box chips the ball above the wall.

11.3 FREE KICK: As soon as the players stop moving, press button B. The controls are as for goal kick.

11.4 THROW IN: The computer automatically throws the ball to the nearest player in position to receive the ball. To assume the control, move the joypad to any five froward positions and press button B. the longer the button is held down, bigger the throw.

11.5 PENALTIES

11.5.1 TAKING A PENALTY: The control of the keeper is transferred to the player. An arrow is moving to and fro. As you press the button the player starts his run for the penalty kick. The longer you press the button, higher the kick. A short tap on the B button will keep the ball on the ground.

11.5.2 DEFENDING A PENALTY: The keeper control is passed to the player when defending a penalty. Move the joypad left or right for the Keeper to dive left or right.

12.0 GAME RULES:

12.1 SUBSTITUTIONS: You are allowed to make 2 substitutions during the match. You cannot substitute a player who has been given a RED card by the referee. Only ONE substitution at a time can be made. Press the SELECT button to indicate that you wish to make a substitution. The letter S will appear in the panel to indicate that your request has been noted.

12.2 MAKING A SUBSTITUTION: When the ball goes out of play, you will be asked to make a substitution.

The shirt No. of a player will appear on the screen. Move joypad up/down to select one of the substitutes and left/right to scan through the shirt numbers to be substituted. Press button B to make the substitution.

You will also be asked to make a substitution if a player is injured.

12.3 SUDDEN DEATH PENALTY SHOOT OUT: Each side takes five penalties in turn. The winner is the team which scores most goals. If the number of goals remain equal, each side takes a penalty alternately. After both sides have taken their turn and there is a goal difference, the team with the most goals is declared the winner. The shoot out continues until there is a goal difference.

12.4 CHANGING TACTICS DURING THE MATCH: You can change tactics anytime during the match. Press START button to pause the game. Current tactics number will be displayed. Press X,Y or A to cycle through the tactics.letters when satisfied press button B.

12.5 PAUSE: Press START button. Press button B to restart the game.

QUIT: You can quit Practice or Friendly match by pressing START button and SELECT button.

BATTERY BACK UP This cartridge has a battery back up to enable you to save the game and continue later.The battery has a long life. However if you find that you are unable to CONTINUE a saved game, the battery will need replacing. Please contact the distributor.

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Graphics by :	Reiko Oshida
:	B. Van Der Peer
Music by :	Koji Hayashi

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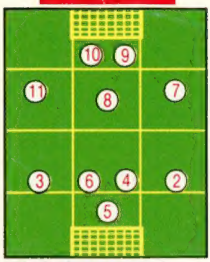
5-3-2



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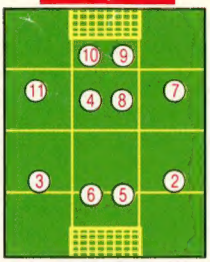
3	6	4	2	5

4-4-2



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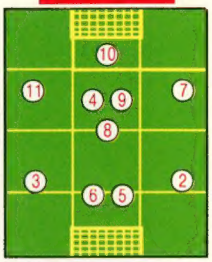
3	6	4	2	5

4-3-3



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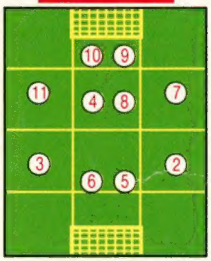

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3	6	4	2	5

5-4-1

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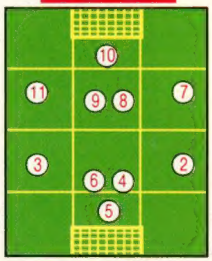
5-2-3



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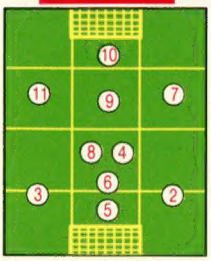

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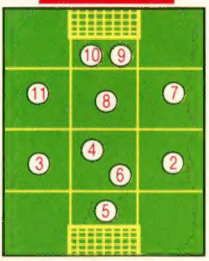
5-1-4



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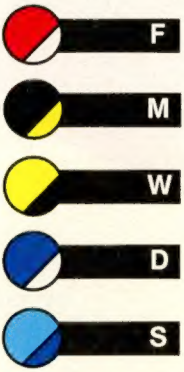

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